

# Marko Sreckovic

Software developer

Very passionate about programming, loves to learn new stuff and meet new people. Most interested for gaming and making useful interactive applications.

markosrecko97@hotmail.com

Pelgrade, Serbia

github.com/kymani37299

+381 64 958 1705

in linkedin.com/in/marko-sreckovic-678a55164

#### **EDUCATION**

# **Computer Science**

Faculty of Computing (Racunarski fakultet)

10/2016 - 09/2021

Belgrade, Serbia

# **Natural sciences department** Grammar school

09/2012 - 07/2016

Pozarevac, Serbia

#### **WORK EXPERIENCE**

# **Graphics programmer**The Multiplayer Guys

09/2021 - Present

7/2027 Tresent

Achievements/Tasks

- Visual aspect and tools for the existing graphical features.
- Low level optimizations of the core graphics engine features.

### Render programmer Ubisoft

04/2021 - 09/2021

Belgrade, Serbia

Remote

Achievements/Tasks

 Working on Skull & Bones title. Can't tell any details because game is still in progress.

# Junior C++ Programmer Ubisoft

10/2019 - 04/2021

Belgrade, Serbia

Achievements/Tasks

- First 6 months worked on a gameplay for the game "Ghost Recon: Breakpoint". Worked in a team that was responsible for PVP aspect of the game.
- Worked on the rendering side of "Assasins Creed: Unity" the goal was porting it to Google Stadia platform which includes porting graphics from DirectX 11 to Vulkan and optimization for given platform.

#### **SKILLS**



# **PERSONAL PROJECTS**

#### Forward+ Renderer

- Forward rendering engine with various optimizations/features
- Optims: Tiled light culling, geometry culling, meshlet culling, instancing, meshlet culling, separate threads for loading textures/meshes
- Features: Antialiasing (TXAA, MSAA), Bloom, PBR, IBL, SSAO

#### 2D Light simulator

- Mini 2D game engine that has focus on light simulation. Can produce very beautiful and unique 2D scenery.
- Optimized to work 60FPS even on PC with low hardware specifications.
- Simulation includes: Light occlusion, normal mapping, subsurface scattering etc.

#### Raf student app

- Android app developed with latest technologies at the time. It is
- A social network for students of RAF where students can chat one to one or in one public group.
- Provides up to date university schedule for classes that student is taking.

# **LANGUAGES**

Serbian

English

Native or Bilingual Proficiency

Full Professional Proficiency

Italian

Elementary Proficiency

#### **INTERESTS**

Gaming Piano

Chess

Digital art

Speedcubing